NES-8N-USA

HOT·B

The Blue Marlin™

INSTRUCTION MANUAL

T

LICENSED BY NINTENDO®
FOR PLAY ON

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Allways look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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INSTRUCTION

Thank you for buying "THE BLUE MARLIN" produced by HOT·B USA.
Before playing with "THE BLUE MARLIN", please read the instructions carefully and, also, keep them so you can refer to them later.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1) This Game Pak is a very delicate instrument. Keep it away from very high temperatures and mechanical shock at all times. Never disassemble for any reason.
2) Never touch the terminals with your bare hands or get them wet. This may cause damage to the Game Pak or the control deck.
3) Never use thinner, benzene, alcohol or any other solvents to clean the contact terminals on the Game Pak.
4) For health reasons, we advice that you do not sit too close to the screen, and do not play for an extended period over 2 hours.

WARNING !

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES), your Super Nintendo Entertainment System® (Super NES), or any NES or Super NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. Those persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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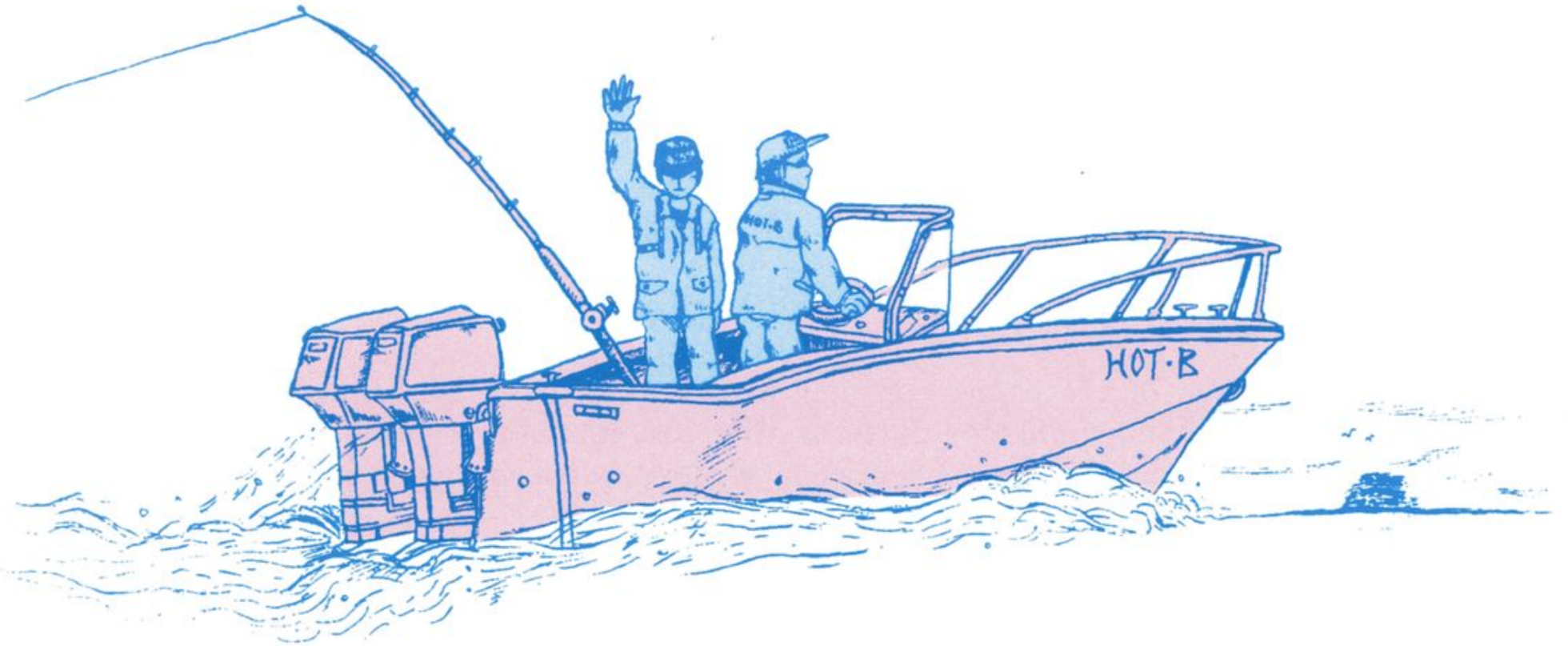
HOT·B

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1. THE WORLD OF BLUE MARLIN FISHING.

To sports-fishing fans the world over, the Blue Marlin provides the most enjoyable and dynamic challenge of all. Dubbed the "king of fish", Blue Marlin have an average body length between 6 and 10 feet, with the largest being more than 16 feet long! Blue Marlin are found mainly in the Pacific, Indian, and Atlantic oceans.

Writhing and jumping, the frenzied motions of the challenged Marlin require determination, intense concentration and physical skill. The anticipation of landing one of these magnificent creatures captures the angler's sense of adventure. Now, THE BLUE MARLIN from HOT·B USA provides all the realistic drama of this exciting sport for play on your NES.

2. STARTING THE FISHING TOURNAMENT

The Blue Marlin Fishing Tournaments depart from four of the best ports for Marlin fishing. The fishing day begins at 6:00 AM and ends at 4:00 PM. It is important to note that you must win a tournament in order to advance to the next. The angler who catches the largest Blue Marlin during the fishing day will be the winner. Your goal is to win all four tournaments, but it's not easy.

TIME :

The time displayed during the fight indicates the time of day during the tournament. Be aware that even though you may be in the middle of fighting a fish, the tournament will end promptly at 4:00 PM.

PLACE:

The four tournament locations take place in Florida and the Hawaiian Islands. The tournaments are progressively more difficult, so be prepared. There are three different fishing points to choose from off each location.

3. STARTING THE GAME

HOW TO BEGIN

Insert THE BLUE MARLIN Game Pak into any NINTENDO ENTERTAINMENT SYSTEM and turn the power on. The HOT·B logo will appear on the screen, followed by the game introduction. You may wait until the end or press the Start Button. The Blue Marlin screen will appear and instruct you to press START.

A menu screen will ask you to choose START GAME or RESUME GAME with the Blue Marlin pointer.

Control Pad .....Press UP/DOWN to select option.
A Button.....Press to enter selection.

If you select START GAME to begin a new game you will be asked to input a name.

If you select RESUME GAME to continue an earlier game, enter your previous password, and resume.

HOW TO ENTER YOUR NAME & PASSWORD

To enter your name you may choose up to 8 letters or numbers.

Control Pad....Press UP/DOWN, LEFT/RIGHT to move pointer to a character.
A Button.....Press to select the character.
B Button .....Press to move pointer backwords.

Note: If you wish to change your name, follow the directions above. If you do not wish to enter a name, press any Button to proceed to the end, or press the Start Button.

You will then be asked if your name is correct.

A Button.....Press if YES.
B Button .....Press if NO.

If you choose No, you may input any changes you need.

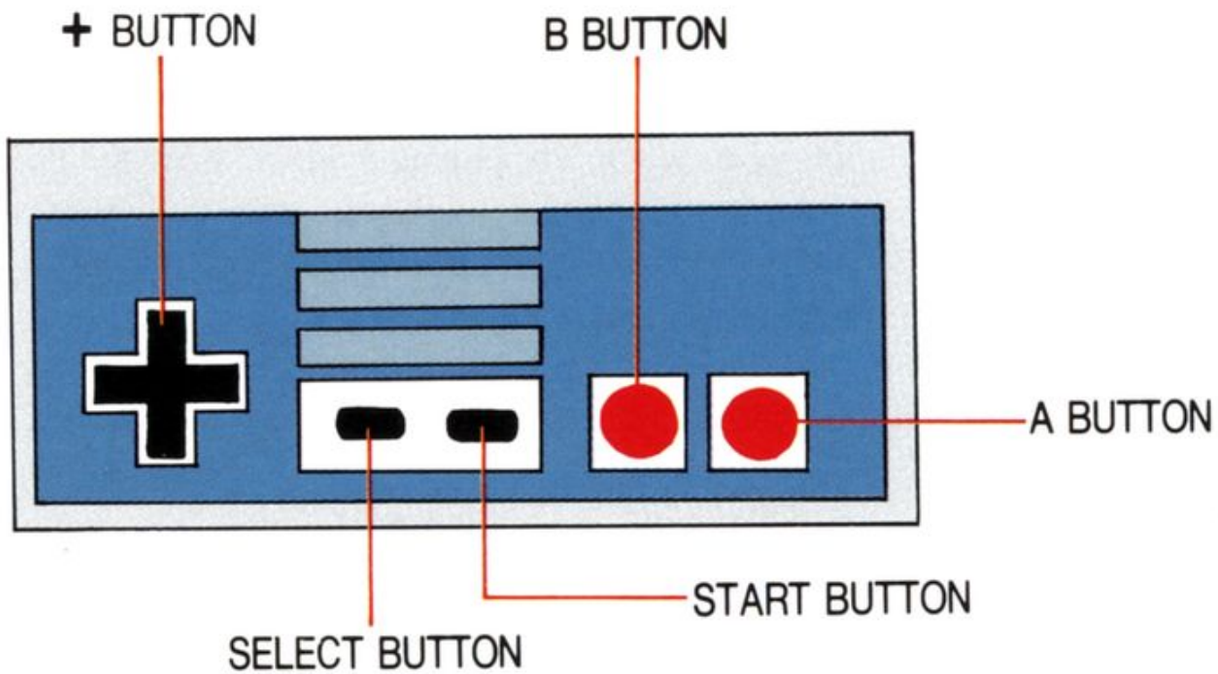
HOW TO END THE GAME

Take note that the player must return the boat to the pier to end the game. The menu will automatically appear, and you may select from the following options: Resume Fishing, Select Point, or Return To Port.

Control Pad....Press UP/DOWN to select option.
A Button.....Press to enter selection.

4. HOW TO USE THE CONTROLLER

Use No. 1 Controller only.



DURING THE GAME:

Start Button...Press to PAUSE the game.
Select Button...Press to see the Command Menu.

MAKING SELECTION FROM THE COMMAND MENU:

Control Pad....Press UP/DOWN to select command.
A Button.....Press to enter command.
B Button.....Press to cancel command.

SELECTING A FISHING LOCATION:

Control Pad....Press LEFT/RIGHT to view fishing points.
Start Button...Press to select fishing point.

MOVING THE BOAT/TRAWLING:

Control Pad....Press LEFT/RIGHT to control direction of boat.
A Button.....Press to accelerate.
B Button.....Press to reverse.

FIGHTING THE FISH:

Control Pad....Press LEFT/RIGHT to change direction of player.
Press DOWN to pull up the rod.
Press UP to thumb the reel.(brake).
A Button.....Press to reel in the slack, after pulling up the rod.
B Button.....Press adjust the drag(the tension on the line).
Press once to increase the drag.
Press a second time to decrease the drag.

Note: You may toggle the drag, between high and low, by pressing the B Button.

5. LET'S GO FISHING

Your Marlin fishing journey will begin when you select a point of departure. The screen will display the tournament location, the weather conditions and the current temperature. Three different points are available from each port. Press the Start Button and press the Control Pad LEFT/RIGHT to view the fishing points available. The windshield of the boat will change, showing a view of each fishing point.

Press the Start Button to begin. To move the boat, press the A Button for acceleration and press the Control Pad LEFT/RIGHT to change direction.

6. LOCATING THE BLUE MARLIN

As you cruise through the water you will notice schools of fish. You may spot the Blue Marlin following behind. Pass the lure behind the schools to get the Marlin to hit your line. Be careful not to drive the boat directly into the schools or the fish will scatter.

Hint: You may also find the Blue Marlin trailing behind seabirds and whales.

Hint: The sun symbol indicates the direction of the sunlight. When the boat runs towards the sun, the sunlight may temporarily blind the fish, decreasing the possibility of a hit.

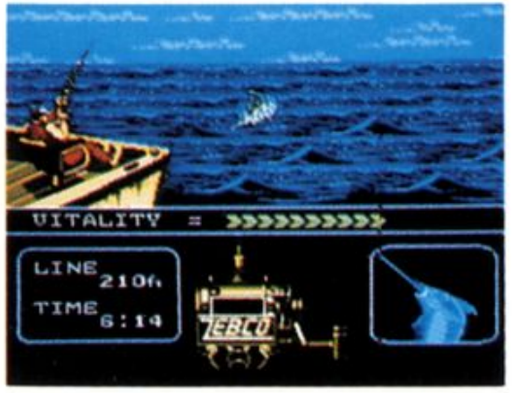
7. FIGHTING THE FISH

(See also: How to use the controller.)

GLOSSARY OF TERMS.

- LINE.....Fishing line.
- ROD.....Fishing rod.
- LURE.....Fish bait.
- REVERSE.....Backing up the boat. Useful when line is about to snap.
- THUMBING.....Braking technique used by pressing the Control Pad UP, to stop the line from reeling out.
- DRAG .....A gear on the reel which controls the speed of reel revolution. This is used by pressing the B Button.
- PUMPING.....A basic fishing technique involving pulling up the rod by pressing the Control Pad DOWN, dropping it by releasing the DOWN pad, and quickly reeling in the slack by pressing the A Button.

REELING IN THE BIG ONE



When the fish hits the line you must be ready to begin the fight. Pay attention to the numerous variables in the fighting mode: the condition of the player, the motions of the fish, and the durability of the line; because the fighting takes place within the elapsed time during the tournament. You must catch the fish.

STUBBORN FISH

When fighting a stubborn fish, it is important to keep the drag tight. Do this by pressing the B Button once, then let the fish run with the line. If the fish is not big, it will become tired.

Hint: For bigger fish, try swinging the rod while pumping.

CUT THE LINE/REVERSE THE BOAT

A menu will be displayed if you press the Select Button during the fight. This will allow you to either cut the line or reverse the boat. If you cut the line you will lose the fish. If you reverse the boat it will help you reel, but the fish will not tire out as easily. (In order to stop the boat from reversing you must hit the Select Button and choose "REVERSE THE BOAT" to deselect the option).

PHYSICAL STRENGTH OF THE FISH

During the fight, a box containing a Marlin will appear on the lower right side of the screen. Halos of perspiration will appear above the Marlin's head, indicating diminishing strength.

Hint: The Marlin has three levels of strength.

THE DEPTH OF THE HOOK

It is possible that you may lose the fish if the hook is not embedded deeply enough in the fish's mouth.

Hint: During the fight, watch the line coming out of the Marlin's mouth. If it begins to vibrate rapidly, let up on pumping until it slows.

PLAYER'S VITALITY GAUGE

There is a gauge, located in the lower right side of the screen, which monitors the strength of the player during the fight. As your vitality decreases you need to utilize pumping, and thumbing (braking) less, and increase the drag, the amount of tension on the line, as an alternate technique.

Pay attention to the gauge. There are two indicators to watch for: the length of the gauge, and the color of the gauge. Be aware of diminishing strength, indicated by a shrinking gauge, and a change in the gauge's color.

COLOR OF VITALITY GAUGE:

RED ORANGE GREEN
Weak Strong

INFORMATION REGARDING THE LINE:

LINE SNAPS EASILY

A sound will indicate that the line is in danger of snapping. When you hear this sound you need to stop reeling. If the sound continues, press the B Button to loosen the drag, or thumb by pressing the Control Pad UP.

DIFFICULTY REELING IN THE LINE

Use Pumping to reel in the line: press the Control Pad DOWN to pull the rod up, then release the Control Pad DOWN motion, and press the A Button to reel in the slack. Repeat this procedure as long as necessary.

Hint: 512 feet is the maximum line length, you will lose the fish when this limit is reached. Conversely, 0 feet indicates that you can hook the fish.

LINE

There are two factors to consider when choosing the line length: the distance between the angler and the lure, and the thickness of the line.

For example, the longer the line, the less chance of scattering the schools when trolling. However, once the fish has hit the line, there is that much more line to reel in.

Hint: If you can control the boat well you can use a shorter line. But, once the fish hits you cannot make your line longer.

Line thickness is more difficult to judge. When considering the thickness of the line, you must also consider the fish's weight and buoyancy under water. The thinner the line with which you can catch the fish, the more experience you will acquire. This relates to the player's overall physical strength. (See Player's Information).

8. VARIABLES TO CONSIDER WHEN FIGHTING THE FISH

During the fight, you will be faced with several dilemmas. These dilemmas may help or hurt the player's chance for catching the fish. Sometimes you will be asked to use your own judgement. The Command Menu will appear, and you will need to choose with the control pad UP/DOWN, and press the A Button to decide.

There are other variables to consider when fighting the Marlin that you have no control over: the fish's swimming speed, and the fish's weight, for example.

Hint: By pressing the Select Button you may cut the line for an extremely difficult fish. You can carry 11 fish, and you can let a fish go once you catch it.

9. INTERPRETING THE DATA

At anytime while you are cruising the waters you may obtain information on the present conditions by pressing the Select Button. This will display the Command Menu. This menu allows the player to view and change data from the following options:

Note: Once you begin fighting the fish you will be unable to access this menu.

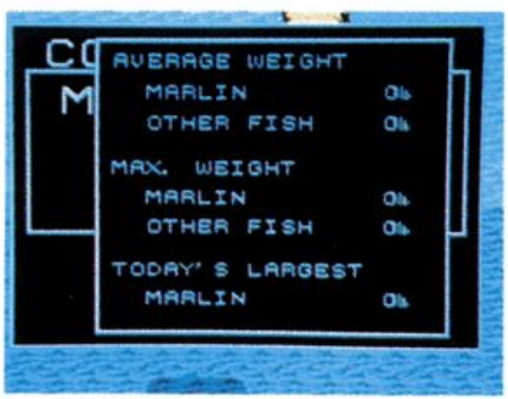
Under the INFORMATION SCREEN there are three sub-menus:
(See other pages.)

PLAYER'S INFORMATION (The player's overall strength).

- Muscle Power....Increases by catching as many fish as you can.
- Body Strength...Increases as the player catches bigger fish. The level indicates how long a player can fight, combining time, and the fish's weight.
- Skill.....Increases as the player achieves success in overcoming dilemmas. (Examples: If the reel is smoking, what do you do?)

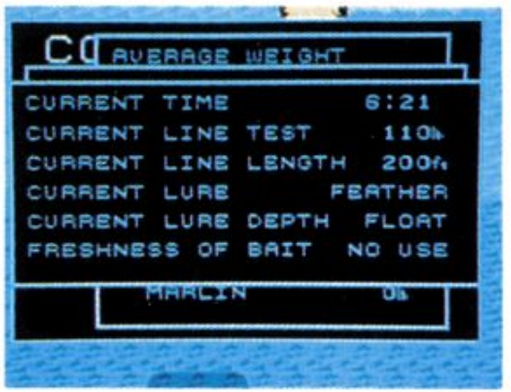
These three levels are set between levels, D to AA, D being the lowest.

RESULT INFORMATION (Statistics on the fish caught)



- AVERAGE WEIGHT...Average of Blue Marlin. Overall average.
- MAXIMUM WEIGHT...Maximum of Blue Marlin. Overall maximum.
- TODAY'S LARGEST MARLIN...Current day's tournament.

STATUS INFORMATION (Current fishing information)



This menu displays the following information, which can be altered on the Command Menu.

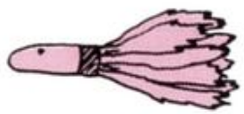
- CURRENT TIME..... Time within the fishing day.
- CURRENT LINE TEST..... Indicates the endurance of the line.
- CURRENT LINE LENGTH.. Indicates the length of the line.
- CURRENT LURE ..... Indicates the current lure the player is using.
- CURRENT LURE DEPTH... Indicates the current depth of the lure.
- FRESHNESS OF BAIT..... Only displayed if using live bait.

Hint: It is optimal for your skill to keep the line strength and length low.

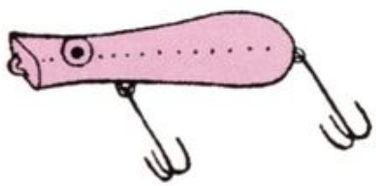
10. INFORMATION ON THE LURE/DEPTH OF LURE

There are several factors to consider when choosing the right lure and lure depth, including the kind of lure, the depth of lure, the weather, temperature, and the time of day.

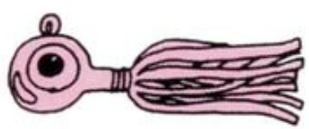
TYPE OF LURE



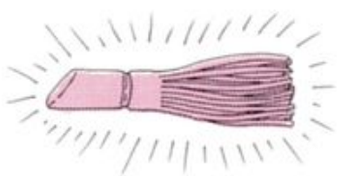
FEATHER JIG : This lure has a plastic or acrylic head and is made with actual feathers that flow out behind for added motion in the water. Veteran fishermen swear by this one. This lure is great for smaller fish.



PLUG HEAD : This is a surface or underwater lure made of wood, acrylic or plastic. This type of lure makes a vibrating sound and has darts in motion resembling an escaping meal. This lure is good for all fish.



EYEBALL HEAD : This lure, a.k.a. "Big Eye Hoochy Skirt," resembles a squid or octopus with eyes colored in on either side of the head. This makes it look more realistic and easier to see from a distance.

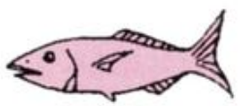


FLUORESCENT HEAD : This lure is aptly named because its brilliant colors are clearly visible in deeper waters. Therefore, it is best to use this lure in low light conditions.

SKIRT (Small) : This type of lure has plastic flowing tentacles which resemble those on an octopus or a squid. This is a tasty treat for all sail fish.

SKIRT (Large) : This lure is a larger version of the small skirt. It is helpful to use this lure for the bigger fish.

LIVE BAIT (Small) : Live bait, or trolling bait, uses real fish, such as various size octopus, squid, or other "food" fish. Be careful to monitor the freshness when using live bait, and replace as needed. It will quickly lose its effectiveness.



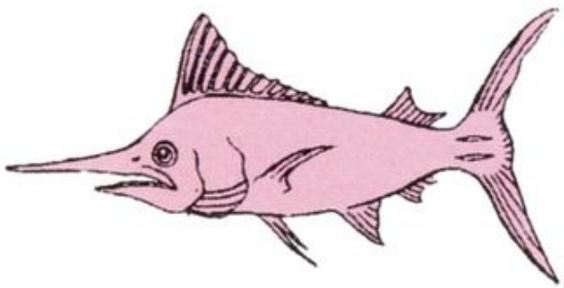
LIVE BAIT (Large) : This larger bait may be used for a longer length of time. Using larger bait increases the possibility of catching the big fish, but only after the player's overall strength has improved.

DEPTH OF LURE

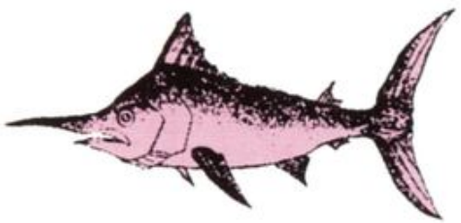
The following graph illustrates suggetions for lure depth :

WEATHER	MORNING/EVENING	MIDDAY
CLOUDY	SHALLOW	MIDDLE
PARTLY CLOUDY	SHALLOW	MIDDLE
CLEAR	MIDDLE	DEEP

11. TYPES OF FISH FEATURED IN THE GAME

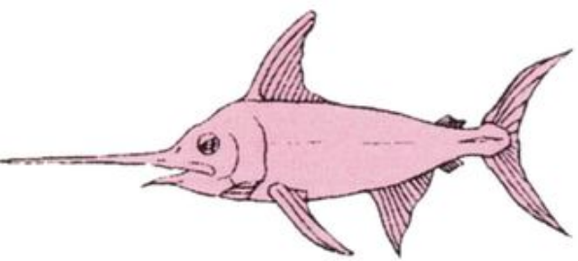


BLUE MARLIN : This is a migratory fish found primarily in the Pacific, Atlantic, and Indian Oceans, and is the most popular fish among saltwater anglers. During the struggle, this fish changes color to an intense fluorescent blue, hence, the name Blue Marlin. The whole body length is between 6 and 15 feet, and they weigh between 250 and 500 pounds. The best lure is skirt or live bait.

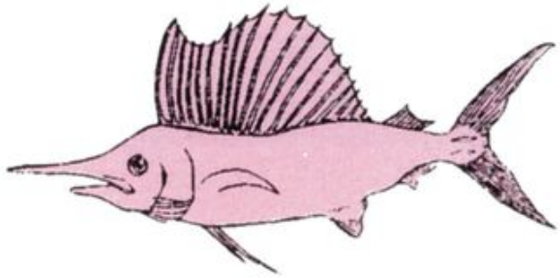


BLACK MARLIN : While similar in characteristics to the Blue Marlin, the Black Marlin is very timid. Because of this, they are a rare and prized trophy. Their length is between 8 and 12 feet, and they weigh between 300 and 400 pounds. The best lure is skirt.

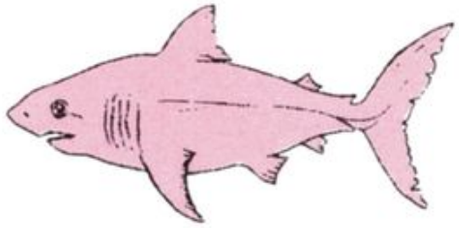
STRIPED MARLIN : This beautifully striped member of the sail fish family is smaller than other Marlin and, though powerful, is not as active during a struggle. Their average size is 6 feet in length, and they weigh between 150 and 250 pounds. The best lure is plug or skirt.



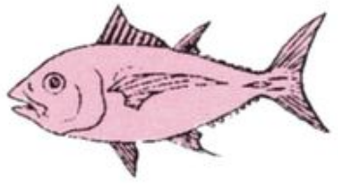
SWORD FISH : Characterized by their finely pointed bill, this Marlin relative has been dubbed the "sword fish". This aquatic fencer is very aggressive and has been known to attack. They average from 12 to 14 feet in length, and weigh between 50 to 200 pounds.



SAIL FISH : Equipped with a dorsal fin resembling a sail, they are magnificent to observe during a struggle. They are extremely active, despite the large size of their bodies. They range in size between 6 and 16 feet in length, and they weigh approximately 300 pounds. The best lure is fluorescent or live bait.

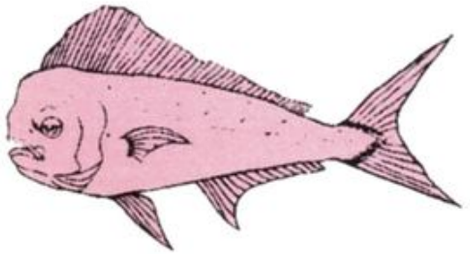


WHITE SHARK : Known as the terrifying killer of the ocean, sharks use their keen sense of smell to detect blood, which leads them to their helpless, briny victims. Once hooked, the White Shark is too dangerous too fight. You will not earn any points for catching these deadly prehistric creatures.



TUNA : These tasty swimmers are bullet fast and travel in schools feeding greedily on any smaller schools that fall in their path. Tuna are powerful fighters, nearly impossible to catch once they run at back-breaking speeds. They average around 10 feet in length, and weigh between 50 to 100 pounds. You will not gain any points for catching one.

BARRACUDA : This vicious pike is known for its full mouth of sharp teeth, and potentially poisonous flesh. These toothy devils may bite off the line if given a chance. They are approximately 5 feet in length, and weigh between 50 to 100 pounds. You will not earn any points for catching one.



DORADO : The male of this species is easy to distinguish, because the shape of its head is rather large and juts out. The Dorado averages 5 feet in length and preys on smaller and weaker, or disabled fish. You will not earn any points for catching one of these charmers.

12. TOURNAMENT LOCATIONS

* FLORIDA

Located along the Atlantic Ocean, Florida is a world reknowned resort "hot spot"with its ideal climate, and warm blue waters. This is where THE BLUE MARLIN adventure begins. You will depart from a choice of three ports: Cape Canaveral, Palm Beach, or Miami Beach. ENJOY!

* HAWAII (Hawaii Island)

Hawaii is the largest of the Hawaiian Islands. The famous volcano,Kilauea, is located on the scenic southeast portion of the island. Kailua, on the Kona Coast, has long been known as the premier locale for Marlin fishing. Tournaments are held at three places: Kailua Beach, Kawaihae Beach and Hilo.

* HAWAII (Oahu, Kaui Islands)

The capital of the state of Hawaii, Honolulu, is located on Oahu. Waikiki Beach is the largest resort area and home to the incredible Don "Tiny Bubbles" Ho. Located on Maui, is the towering but dormant volcano, Haleaka. Tournaments are held at three places: Kahului, Kaunakakai, and Honolulu Beach.

* HAWAII (Kauai & Nilhau Islands)

In 1778 Captain James Cook and his elated crew landed on "the wettest spot on Earth," Kauai. It was the first of the Hawaiian Islands to be discovered by explorers. The swift and powerful Kauai Channel, located between Kauai and Oahu,is the widest among the Hawaiian Islands. Tournaments are held at three places: Newiliwili Beach, Port Allen and Nilhau Island.

THE BLACK BASS FISHING GAME IS REALISTIC AND EXCITING

You're a top, fisherman.
Using strategy, skill, and
talent you will succeed.

Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

REAL FISHING GAME

AMERICA'S NO.1 FISHING GAME

The Black Bass™

HOT·B

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: - Reorient the receiving antenna - Relocate the NES with respect to the receiver - Move the NES away from the receiver - Plug the NES into a different outlet so that the computer and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and resolve Radio-TV Interference Problems. This booklet is available from the U.S.Government Printing Office, Washington, DC 20402, Stock No.004-000-00345-4.

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